# Texture spraying

## General Spraying Tips:

- The sprayer can feel heavy when full of spraying material. It is recommended that your free hand be placed at the rear of the hopper for increased support during usage (see # 1).
- Swivel hopper forward when spraying a ceiling; swivel hopper toward the rear when spraying a wall (see # 2).
- When spraying, try to keep the nozzle no farther than 2 feet away. When doing ceilings keep the sprayer between a 45°-65° angle to the spraying surface (see # 3). You can adjust the spraying angle, nozzle size, and vary trigger activation to achieve desired results.
- If spraying a large surface, use broad, sweeping, side-to-side strokes with continuous trigger activation for optimal coverage. It is recommended that the surface be sprayed in slightly overlapping, 3' x 3' sections. Spray each section in one direction, then spray at a perpendicular angle to complete the section.
- The thickness of the spray material can be adjusted by adding small amounts of water or material.
- Texture spraying creates a great deal of dust and overspray material. It is recommended that you adequately cover anything you do not want sprayed with drop cloths (walls, windows, floors, furniture) and remove as many non-essential items from the room as possible.
- The spray pattern can be adjusted by switching to a different nozzle. Before removing/changing nozzles, always turn the sprayer OFF (O) and unplug the power cord.
- When repairing a small area, it is a good idea to scrape away any damaged material that may be around the affected area. Spray an area slightly larger than the affected area to create a uniform look. Generally, when repairing a small area, the small nozzle should be used, and the trigger should be activated using light, intermittent pressure.
- All new surfaces should be covered with primer prior to texture spraying.
- Knockdown and orange-peel materials may need to be painted after application to create a final uniform color.

**Refer to the charts for assistance with all the variables involved in texture spraying. Texture spraying is not an exact science, and the variables below may need to be adjusted to meet your particular texture spraying needs.**

**Texture - Simulated Acoustic (popcorn)**

| Effect | Fine | Medium | Coarse |
|---|---|---|---|
| **Material to purchase** | Fine aggregated | Medium aggregated | Coarse aggregated |
| **Material thickness** | Slightly thinner (add water) | Pancake batter | Slightly thicker (add material) |
| **Nozzle color** | Yellow | Yellow | Yellow |
| **Trigger pull** | Full | Full | Full |
| **Paint needed after application** | No | No | No |

**Texture - Knockdown***

| Effect | Fine | Medium | Coarse |
|---|---|---|---|
| **Material to purchase** | Unaggregated or thinned joint compound | Unaggregated or thinned joint compound | Unaggregated or thinned joint compound |
| **Material thickness** | Slightly thinner (add water) | Pancake batter | Slightly thicker (add material) |
| **Nozzle color** | Black | Yellow | White |
| **Trigger pull** | Full | Full | Full |
| **Paint needed after application** | Yes | Yes | Yes |

* When using knockdown, let material dry for 10-15 minutes after application. Use a soft squeegee to "knock down" the material. Do not wait more than 30 minutes after application to knock down the material.

**Texture - Orange Peel**

| Effect | Fine | Medium | Coarse |
|---|---|---|---|
| **Material to purchase** | Unaggregated or thinned joint compound | Unaggregated or thinned joint compound | Unaggregated or thinned joint compound |
| **Material thickness** | Slightly thinner (add water) | Slightly thinner (add water) | Pancake batter |
| **Nozzle color** | Black | Black | Yellow |
| **Trigger pull** | Half | Full | Full |
| **Paint needed after application** | Yes | Yes | Yes |







